

CLAIMS

What is claimed is:

1. A method for providing an audio menu, comprising:
 - providing text strings on a server, each text string capable of representing a menu choice;
 - generating audio files, each audio file representing a voiced name of one of the text strings;
 - associating each of the audio files with the text string corresponding thereto;
 - delivering the audio files to a client from the server;
 - presenting a menu on the client that includes menu choices represented by the text strings, the menu choices being capable of being highlighted or selected;
 - playing the audio file on the client when the associated menu choice is highlighted.
2. The method of claim 1, further comprising:
 - providing a remote control that can navigate through the menu on the client.
3. The method of claim 1, wherein:
 - the voiced names are in a language other than English.

4. The method of claim 1, wherein:
the client is capable of playing music; and
playing the audio file when music is playing does not stop the music from playing.
5. The method of claim 4, wherein:
the client produces audio output in at least two channels; and
the audio file is output through only one channel.
6. The method of claim 5, wherein:
exactly two channels are used for the client's audio output, the two channels being a left channel and a right channel.
7. The method of claim 4, wherein:
the audio file is mixed with the music when the music is playing.
8. A method for creating audio menu components, comprising:
providing a text string that represents a menu component, whereby the menu component is one of several options that can be selected from a displayed menu on a client device;
generating an audio file that is an audio representation of the menu component;
delivering the audio file to a client device.

9. The method of claim 8, further comprising:
playing the audio file; and
requesting approval of the played audio file prior to delivering the audio file to
a client device.
10. The method of claim 9, wherein:
generating the audio file is accomplished via a text-to-speech algorithm.
11. The method of claim 10, wherein:
if approval is not given, providing an opportunity to modify the text string;
and
if the text string is modified,
replacing the audio file with a new audio file generated from the
modified text string,
playing the audio file, and
requesting approval of the played audio file.
12. The method of claim 11, wherein:
if the text string is not modified, providing an opportunity to replace the audio
file with a new audio file generated from an audio recording.
13. The method of claim 8, wherein:
the audio file generation includes at least compression of the audio file.

14. The method of claim 8, wherein:
the delivery of the audio files includes embedding the audio files in metadata.
15. The method of claim 8, further comprising:
determining whether the audio file is present on the client device;
wherein, delivering the audio files is performed only if the audio file is not
present on the client device.
16. A server comprising:
a processor; and
memory, operably connected with the processor;
wherein the processor is operable to perform instructions including
providing a text string that represents a menu component, whereby the
menu component is one of several options that can be selected from a menu on
a client device;
generating an audio file that is an audio representation of the menu
component;
delivering the audio files to a client device.

17. A method of using audio files in a menu comprising:

receiving an audio file from a server that is an audio representation of a menu component, whereby the menu component is one of several options that is selectable from the menu;

updating the menu to include the menu component; and

playing the audio file when the menu component is highlighted.

18. The method of claim 17, wherein:

the menu includes menu components that have not been received by the server; and

pre-packaged audio files are associated with the menu components that have not been received by the server.

19. The method of claim 17, wherein:

the audio file is played only after the menu component has been highlighted for a predetermined period of time.

- 20: A client device comprising:
- a processor; and
 - memory, operably connected with the processor;
- wherein the processor is operable to perform instructions including
- receiving an audio file from a server that is an audio representation of a menu component, whereby the menu component is one of several options that can be selected from a menu;
 - updating the menu to include the menu component
 - playing the audio file when the menu component is highlighted.
21. A media management system comprising:
- a media database that stores media files;
 - media collection records that include data relating to groupings of the media files;
 - media records that include metadata relating to the media files;
 - a voiced names database that stores audio files; and
 - string association records that associate the audio files with data from the media collection records and metadata from the media records.
22. The media management system of claim 21, wherein:
- the media management system is executed on a portable digital music player.